

# Scene Light Settings

**Select**

Atom	Control
Filter... X 19 / 19	Filter... X 2 / 2
Asset Unity White Light	control
Back Pane	None
1 Asset Unity White Light	control
4 Control Character Light Rig	
Control Character Light Rig/Light Back Left Contour	
Control Character Light Rig/Light Back Right Contour	
Control Character Light Rig/Light Front Key	
Control Character Light Rig/Light Front Left Fill	
2 Control Light Scene Ambient	
Floor Pane	
3 Light Scene Ambient	
PlayerNavigationPanel	
Vicky	

Select Last Added Atom Show Hidden

Align Player On Select  Open Selected UI On Select

Move Player On Select  Align Rotation Offset (VR Only) Left

Align To Selected Now

Version: 1.20.0.10 Freeze Motion/Sound Click for more options

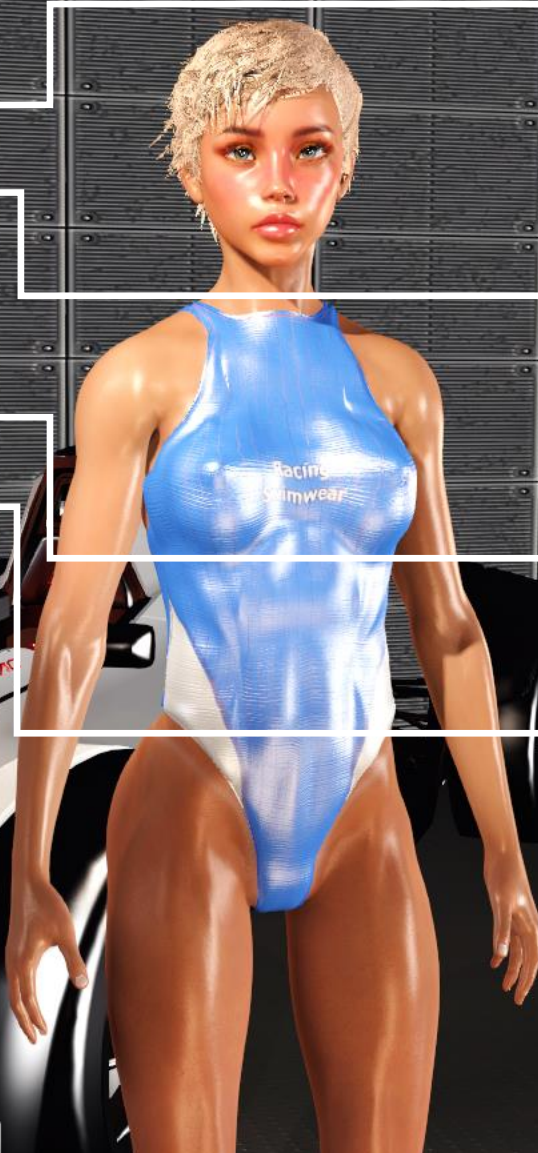
Play Mode (P)  Edit Mode (E)

1. Unity Light asset used to have an overall very bright scene. Clear atom for a darker stage

4. Four-Points lights rig Sub-scene atom. Place it slightly above the part of the model you want to highlight. Use it to load up a different light-rig such as the ones from n00rp

2. Control atom to rotate the Ambient light around the main stage

3. Use Light Scene Ambient to change the main colour of the scene



Intensity: 0.800 Light Type: Directional

Range: 0.00 Render Mode: Auto

Spot Angle: 30.00 Point Bias: 0.004

Cast Light On: Show Floor Shadow Strength: 0.000

Show Floor: Show Only Color: [Color Picker]

Light Color: [Color Picker]

# Model add-ons

**Hair Presets** | **Plugins Presets**

**Male Morphs** | **Auto Behaviours**

**Female Morphs** | **Collision Triggers**

**Morphs Presets** | **Misc Physics**

**Mouth Materials** | **M Pectoral Physics**

**Tongue Materials** | **F Breast Physics 2**

**Teeth Materials** | **F Breast Physics 1**

**M Eyelash Materials** | **F Breast Presets**

**F Eyelash Materials** | **F Glute Physics**

**Lacrimal Materials** | **F Glute Presets**

**Sclera Materials** | **Animation**

**Iris Materials** | **Move**

**Skin Textures** | **Pose Presets**

**Skin Materials 2** | **Appearance Presets**

**Skin Materials 1** | **General Presets**

**Skin Select** | **Control & Physics 2**

**Skin Presets** | **Control & Physics 1**

**Vicky**


Tags Filter... (comma separated) X Tags Filter... Custom Only Remove All

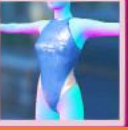
Name Filter... X New to Old Sim Only Undress All

Creator Filter All Refresh Latest Only Missing Tags


Active Only Show Hidden


1

MeshedVR 


**Clothing Creator** 

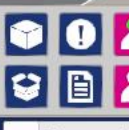
Customize

v1 CuteSvetlana 

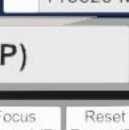
**PwithP Racing Swimsuit** 


User Prefs Customize

v2 HUNTING-SUCCUBUS 

**Enhanced Eyes Realistic** 

User Prefs Customize

v4 HUNTING-SUCCUBUS 

**EyeBall Iris Reflection** 

User Prefs Customize



Hunting-Succubus Eyes enhancer objects for nice eyes reflections

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Play Mode (P)  Edit Mode (E) X

# Model Plugins

Presets	Head Audio
Hair	Plugins
Hair Presets	Plugins Presets
Male Morphs	Auto Behaviours
Female Morphs	Collision Triggers
Morphs Presets	Misc Physics
Mouth Materials	M Pectoral Physics
Tongue Materials	F Breast Physics 2
Teeth Materials	F Breast Physics 1
M Eyelash Materials	F Breast Presets
F Eyelash Materials	F Glute Physics
Lacrimal Materials	F Glute Presets
Sclera Materials	Animation
Iris Materials	Move
Skin Textures	Pose Presets
Skin Materials 2	Appearance Presets
Skin Materials 1	General Presets
Skin Select	Control & Physics 2
Skin Presets	Control & Physics 1

Isolate Edit This Atom

Vicky

Add Plugin

Select File... Reload Clear Remove

plugin#0 MacGruber.Life.10:/Custom/Scripts/MacGruber/Life/MacGruber\_Life.cslist

plugin#0\_MacGruber.Breathing

Enabled Enter name... Open Custom UI...

plugin#0\_MacGruber.DriverBreathing

Enabled Enter name... Open Custom UI...

plugin#0\_MacGruber.Gaze

Enabled Enter name... Open Custom UI...

plugin#0\_MacGruber.AudioAttenuation

Enabled Enter name... Open Custom UI...

Select File... Reload Clear Remove

plugin#2 Hunting-Succubus.FemaleBodySmootherTessellation.1/Custom/Scripts/Hunting-Succubus/FemaleBodySmootherTessellation.cs

plugin#2\_MaleBodySmootherTessellation

Enabled Enter name... Open Custom UI...

MacGruber Life Plug-in used to provide a bit more of realism

Hunting-Succubus Body Smoother Tessellation for improved render quality

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Play Mode (P) Edit Mode (E)

# Scene Plugins

Isolate Edit This Atom

### Control Light Scene Ambient

Add Plugin

Select File... Reload Clear Remove

plugin#0 MacGruber.PostMagic.3/Custom/Scripts/MacGruber/PostMagic/MacGruber\_PostMagic.cs!st

plugin#0\_MacGruber.PostMagic.Manager  
 Enabled Enter name... Open Custom UI...

plugin#0\_MacGruber.PostMagic.UserLUT  
 Enabled Enter name... Open Custom UI...

plugin#0\_MacGruber.PostMagic.Vignette  
 Enabled Enter name... Open Custom UI...

plugin#0\_MacGruber.PostMagic.ChromaticAberration  
 Enabled Enter name... Open Custom UI...

plugin#0\_MacGruber.PostMagic.Bloom  
 Enabled Enter name... Open Custom UI...

plugin#0\_MacGruber.PostMagic.DepthOfField  
 Enabled Enter name... Open Custom UI...

plugin#0\_MacGruber.PostMagic.MotionBlur  
 Enabled (Desktop Only) Open Custom UI...

plugin#0\_MacGruber.PostMagic.Grain  
 Enabled Enter name... Open Custom UI...

plugin#0\_MacGruber.PostMagic.AntiAliasing

- Plugins
- Collision Trigger
- Physics Object
- Physics Control
- Animation
- Move
- Preset
- Control

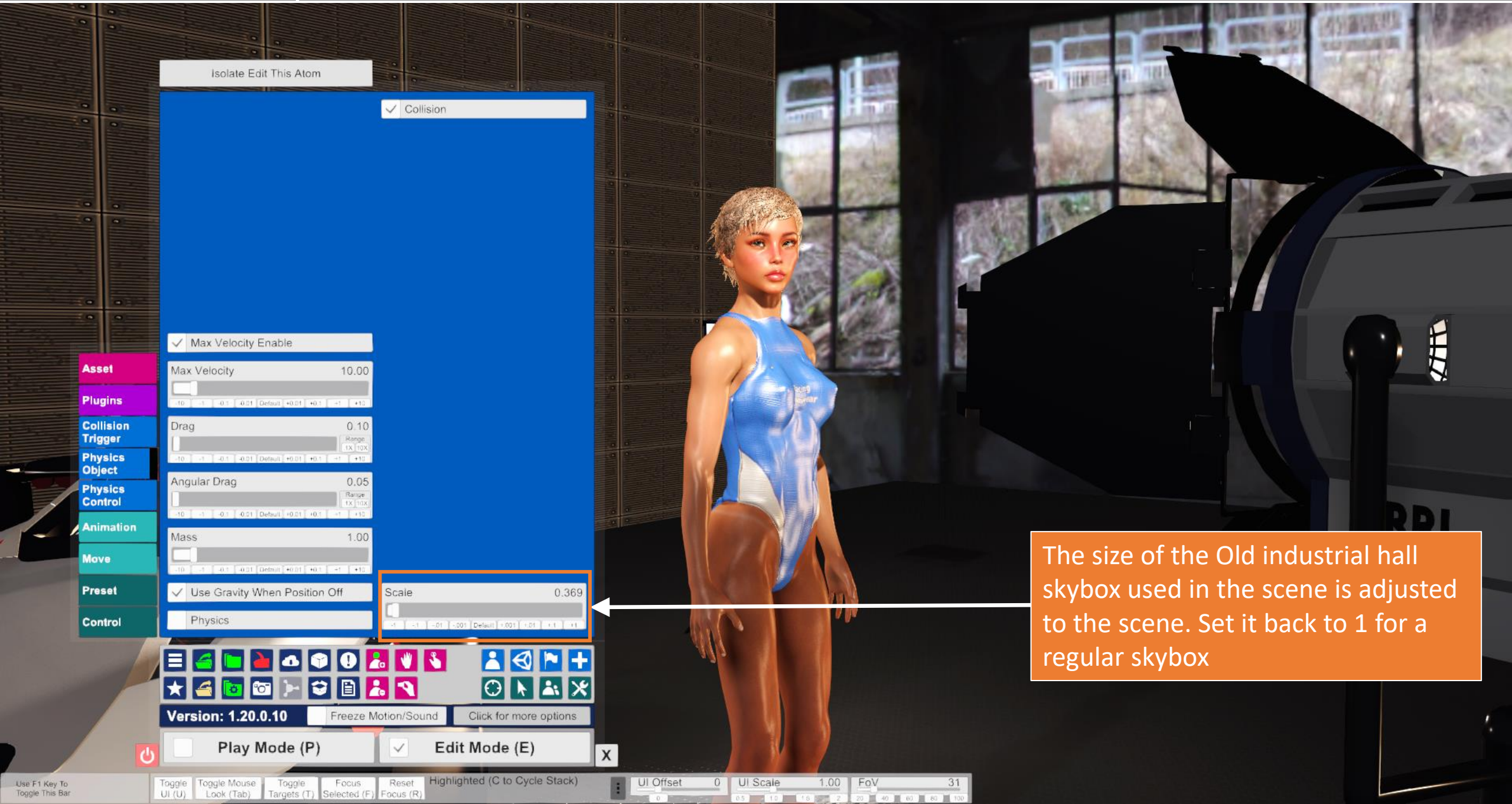


MacGruber PostMagic plug-in pre-configured but not active on 'Control Light Scene Ambient' atom

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Play Mode (P) Edit Mode (E)

# Asset HDRi Skybox Scale



The size of the Old industrial hall skybox used in the scene is adjusted to the scene. Set it back to 1 for a regular skybox

Isolate Edit This Atom

Collision

Max Velocity Enable

Max Velocity 10.00

Drag 0.10

Angular Drag 0.05

Mass 1.00

Use Gravity When Position Off

Scale 0.369

Physics

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Play Mode (P) Edit Mode (E)

Use F1 Key To Toggle This Bar

Toggle UI (U) Toggle Mouse Look (Tab) Toggle Targets (T) Focus Selected (F) Reset Focus (R)

Highlighted (C to Cycle Stack)

UI Offset 0 UI Scale 1.00 FoV 31